AMENDMENTS TO THE SPECIFICATION

BRIEF DESCRIPTION OF THE DRAWINGS

[0005] Figure 1 is a pictorial view of an example embodiment of a game of the present invention;
[0006] Figure 2 is a pictorial view of an example embodiment of a game of the present invention;
[0007] Figure 3 is a pictorial view of an example embodiment of a game of the present invention;
[0008] Figure 4 is a pictorial view of an example embodiment of a game of the present invention;
[0009] Figure 5 is a pictorial view of an example embodiment of a game of the present invention; and
[0010] Figure 6 is a pictorial view of an example embodiment of a game of the present invention.
[0011] Figure 7 is a pictorial view of an example embodiment of a game of the present invention;
[0012] Figure 8 is a pictorial view of an example embodiment of a game of the present invention;
[0013] Figure 9 is a pictorial view of an example embodiment of a game of the present invention;
[0014] Figure 10 is a pictorial view of an example embodiment of a game of the present invention;
[0015] Figure 11 is a pictorial view of an example embodiment of a game of the present invention; and
[0016] Figure 12 is a pictorial view of an example embodiment of a game of the present invention.
[0017] Figure 13 is a pictorial view of an example embodiment of a game of the present invention.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENT(S)

[0017] Figures 1 through -6- 5 show one example embodiment of the game of the present invention. The embodiment of the present invention is a game comprised of a liquid outlet designed to look like a beer tap 20 and a pitcher 30 to catch a flow of water from the tap. A player controls the lateral motion of the pitcher by a joystick. The tap moves laterally at speeds and patterns that may be programmed on a control board. The object is to fill the pitcher with water from the moving tap. The game is a race to fill the pitcher. Coin operated versions are possible which dispense tickets or tokens to redeem for prizes. Operator versions are possible in which an operator starts the race and distributes a prize to the winner.

[0018] An example embodiment of the present invention will provide about ten player positions. The game could be an operator version. The spout and pitcher movement may be compressed air activated. The spout and pitcher may also be moved by stepper motors to allow precise programming of the movement. The spout and pitcher can operate at variable speeds and movement sequences that can be controlled.

[0019] As shown in Figure 1, the console 10 is shown with the liquid outlet appearing as a beer tap 20 located in a position over the top of a vessel appearing as a pitcher 30 so that water fills the pitcher. Also shown is a liquid detection device, in this embodiment a float switch 40, that will provide a signal to the game processor when a sufficient quantity of water is contained within the pitcher 30 to reach a specific level.

[0020] Figure 2 provides an example of a first variable positioning mount 50 that allows for the movement of the beer tap 20. In this example, the mount 50 is supported on a set of parallel rods and moved by a chain driven mechanism. The mount 50 moves horizontally on the parallel rods, allowing the beer tap to also move in a horizontal direction. The present invention allows for the movement of a spout or other similar liquid outlet such as the beer tap 20 to move in variable directions and at variable speeds. The processor of the present invention may control such movement. The movement may be programmed or randomly applied to the mount 50. A simple mechanically actuated means, such as cam

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or gears either independently operating or in a combination thereof, may also be used to move the mount **50** to different positions and at different speeds.

[0021] Figure 2 also shows an example of the second variable positioning mount 60 that allows for the movement of the pitcher 30. In this embodiment of the present invention, the mount 60 is supported by a set of parallel rods and moved by a chain driven mechanism. Lateral movement is allowed by the mechanism in this present example. In this example, the movement of the mount 60 and thusly the pitcher 30 are controlled by the player of the game as the player attempts to catch water coming from the moving beer tap 20. The present invention may allow the player to control the vessel, such as the pitcher 30 shown, in any direction.

[0022] Figure 3 shows an example of the pitcher 30. The float switch 40 is shown mounted inside the pitcher 30. The float switch 40 can generate a signal to send to the game processor as an indicator of a player winning the game upon capturing a sufficient quantity of water to reach a specific level in the pitcher 30. In addition, a valve 32 is shown in the bottom of the pitcher 30. The valve 32 is positioned to allow the water to drain from the pitcher 30 at the conclusion of a game in order to reset the present invention for the playing of a subsequent session of the game. The valve 32 may be either operator controlled or controlled by the game processor. Figure 3 also shows another view of the second variable positioning mount 60 as described for Figure 2.

[0023] Figure 4 is a view of an example console 10 of the present invention. It should be noted that a console may contain a single game unit to accommodate one player at a time or the console may contain a plurality of game units to allow simultaneous playing between multiple players. In addition, a single game unit may also contain a timer so as to allow multiple players to compete against one another. Figure 4 shows the beer tap 20, pitcher 30 and a portion of the second variable positioning mount 60. In addition, a joystick 70 is shown as an example of a player interface of the present invention wherein the player controls the position of the pitcher 30 during the game play.

[0024] Figure 5 is another view illustrating the beer tap 20, the pitcher 30, and the float valve 40 of this example embodiment of the present invention.

[0025] Figure -6- 5 is a view of the back of an example embodiment of the present invention. Note that pumps, piping and a filter housing are shown as a portion of the plumbing to deliver a source of liquid 80 for the handling of water in this example of the present invention. This view of an example embodiment of the present invention also shows an example processor 90 that is in communication with the liquid detection device, such as the float valve 40 shown earlier.

[0026] Figure 7 6 shows another example embodiment of the present invention. In this example, a first player interface, such as the joystick 71, is used to control the position of a liquid outlet, shown as a beer tap at 20. A second player interface, shown as the joystick at 72, is used to control the position of the vessel, shown as a pitcher 30. In this example embodiment, one player controlling the movement of the tap 20 may attempt to prevent a second player from filling the pitcher 30 under his control.

[0027] Figures 8-through 13 7 and 8 show an example embodiment of a game of the present invention. As shown in Figures 8 and 9 Figure 7, this embodiment of the present invention is a game comprised of a plurality 21 of liquid outlets designed to look like a beer tap 20 and a vessel designed to look like a pitcher 30 to catch a flow of water from the taps 20. A player controls the lateral motion of the pitcher 30 by a player interface such as the joystick 70. The taps 20 intermittently release liquid at rates and patterns that may be programmed on a control board. The object is to fill the pitcher 30 with water from taps 20. Also shown in this example embodiment are the liquid detection device, in this example a float valve 40, and a portion of a variable positioning mount 60 that allows for the movement of the pitcher 30. The game is a race to fill the pitcher. Coin operated versions are possible which dispense tickets or tokens to redeem for prizes. Operator versions are possible in which an operator starts the race and distributes a prize to the winner.

[0028] An example embodiment of the present invention will provide about ten player positions. The game could be an operator version. The spout and pitcher movement may be compressed air activated.

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The pitcher may also be moved by stepper motors to allow precise programming of the movement. The pitcher can operate at variable speeds and movement sequences that can be controlled.

[0029] As shown in Figures 10 and 11 Figure 8, an interior view of an example embodiment of the present invention shows a portion of the variable positioning mount 60 that allows for the movement of the pitcher 30 (not shown). A source of delivery of a liquid 80 is shown plumbed to a manifold 22 that is connected to the respective valves 23 allowing for the delivery of liquid through the plurality 21 of taps 20 shown in Figures 8 and 9 Figure 7. Also shown is a processor 90 in communication with the liquid detection device of the present invention to determine the performance of a game player, typically to determine when the vessel 30 is filled with a liquid.

[0030] Figure 12 is another view showing a portion of the mount 60. Figure 13 shows some of the plumbing associated with the movement of the source of a liquid 80 for delivery through a liquid outlet to a vessel of the present invention.

[0031] The preferred embodiments herein disclosed are not intended to be exhaustive or to unnecessarily limit the scope of the invention. The preferred embodiments were chosen and described in order to explain the principles of the present invention so that others skilled in the art may practice the invention. Having shown and described preferred embodiments of the present invention, those skilled in the art will realize that many variations and modifications may be made to affect the described invention. Many of those variations and modifications will provide the same result and fall within the spirit of the claimed invention. It is the intention, therefore, to limit the invention only as indicated by the scope of the claims.